

In this project I used Console Application template in VS2015.

In “Program” class you can find 4 methods with listed following:

1. `GetDirectorySize`  
This method is using to return the size of directories include of files and inside directories with the recursive algorithm.  
Input : `DirectoryInfo dir`  
Output : `long`
2. `GetDirectoryFileList`  
This method is using for return list of directories and files in the structure of “Entity” class with the recursive algorithm.  
Input : `DirectoryInfo dir`  
Output : `List<Entity>`
3. `CreateHtmlOutput`  
This method is using for creating HTML output file for visualizing the results. At the first of all this method is serializing data and in next steps creates HTML file and with generating javascript codes, CSS, and HTML. This file will be created beside of application file. If you have not sufficient access it will return an exception.  
Input : `List<Entity> Entitylist`  
Output : `void`

In the root of the project, you can find “Entity” class. This class can indicate all the directory or file with an enum field. This class has following fields :

1. `ParentName`  
This field can be used for finding container folder of a file or directory.
2. `Name`  
This field is using to store the name of file or directory.
3. `Size`  
This field is using to store the size of file or directory in the byte.
4. `SizeMb`  
This field is read-only and computational for indicating the size of the file in MB.
5. `MimeType`  
This field is using to store mime-type of files. It will be null if the entity type is the folder.
6. `EntityType`  
This field indicates the type of entity stored.
7. `Entity_List`  
This field is using to store containing files and folder in the current directory. This will be null if the type of entity is the file.